

FREDDY HARDEST

DYNAMIC 



IMAGINE

AMSTRAD CPC 464/664/6128

FREDDY HARDEST

Freddy Hardest, after one of his "Little Parties" sets off on a blast through the Milky Way and, still under the effects of drink decided to play space invaders with a meteorite storm.

Obviously this amusement couldn't have a happy ending and our hero collides with a meteorite, crash landing on the moon of the planet TERNAT, site of the alien base of KALDAR.

Bruised but laughing Freddy scrambles out of the wrecked craft but after sobering up it slowly dawns on him that his predicament is pretty serious—he needs to survive long enough to source some alternative transport and hi-jack it to make good his escape.

LOADING

The program loads in two parts; to play the second part you must discover the access code at the end of part one and input this to load part two.

CPC 464

Place the rewind cassette in the cassette deck type RUN" and then press ENTER Key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER key. Then type RUN" and press ENTER Key. (The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type |TAPE then press ENTER Key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

N.B. You will be unable to play Part Two if you have not previously gained the code number from the end of Part One.

CONTROLS

Our loveable playboy has some exceptional talents resulting from a combination of rigorous training and a mis-spent youth. During his odyssey Freddy will show his knowledge of martial arts and acrobatic skills as well as the ability to shoot straight and move fast! Control is by Joystick or Keyboard which is fully redefinable.

PART ONE

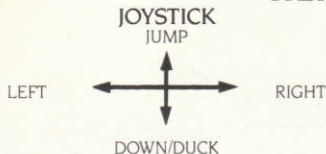
JOYSTICK



KEYBOARD

Q—JUMP
P—RIGHT
O—LEFT
A—DOWN
SPACE—FIRE

PART TWO



KEYBOARD

Q	—UP
O	—LEFT
P	—RIGHT
A	—DOWN
SPACE	—FIRE

UP AND FIRE—FLYING KICK
DOWN AND FIRE—LAZER
RIGHT AND FIRE—FIST (BLOW)
LEFT AND FIRE— PARRY (DEFENSE)

When you are in front of a tunnel entrance push UP to enter the tunnel.

To access the lift (shown by darker panels on the floor) go UP or DOWN to go to the level above or below.

To lock onto a computer push UP when alongside it.

PLAYING

The game is divided into two parts, you must complete Part One to gain the access code to load and play Part Two.

PART ONE

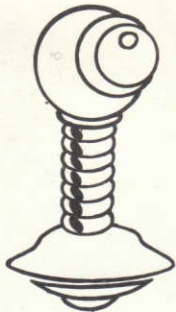
Freddy's objective having established his predicament is to reach the enemy base situated at the far end of the satellite. To achieve this hazardous task he must avoid or dispose of the following aliens.



AVOIDOIS

Mammal type creature with poisonous skin—a mere brush provides instantaneous death.





ANTOIDS

They live in craters and feed on intruders, attacking by rolling into a ball.



WATCHING ROBOTS

Always alert to prevent transgression of their area. Their floating property means a flying kick to de-activate their circuits is most effective.



KOPTOS

Genetic derivative of the one-eyed AKAELONS—they're as dangerous as they're ugly!

SNACKERS

A mutant tribe of snakes inhabiting wells of fetid waters—devouring everything.

Floating islands appear above the surface enabling you to cross the voids—time your jumps carefully.

When you successfully reach the base an Access Code will be displayed on screen; make a careful note of this as you will need to input this code after loading Part II before commencing your escape.

PART TWO

There are four levels at the alien base, one of which houses four spaceships (colour coded to your escape inventory).

To escape to freedom you must:—

1. Obtain the captain's code.
2. Load the ship's energy.
3. Locate instructions to initiate the jump to Hyperspace.

The four space ships are coded with the following key:

RE —RED BL —BLUE
GR —GREEN WH—WHITE

There are 16 computer terminals scattered around the 3 other levels of the base from which you will obtain the Captain's Code and relevant information of the hyper-drive, linked to a particular colour of ship.

Nuclear energy cells will also be scattered around and these must be taken to the loading lifts marked ♣♣. To activate the lift, access the terminal control and transport the fuel to the designated ship.

When you have obtained all relevant information and loaded your chosen ship, go down to the hangers, jump over the security rail, punch in the Captain's Code and take off for your journey back to fun and games.

If all this sounds straight-forward just hold on a minute . . . you don't think its going to be that easy do you? While completing your tasks you also have to cope with some pretty angry residents who don't want you to break into their base and steal their spaceship!

MICRO SOUNDERS

Passive sentinels on the alert for the slightest movement!



INHABITANTS

These are the owners of the building—human reptile mutations, immune to lazer-fire, must be defeated by hand to hand combat.



GABARDA ROBOTS

They may look human, but are killers . . . cold as steel.

HINTS AND TIPS

1. Always time flying kicks carefully.
2. Always look before you leap!
3. Become familiar with the layout of the space station.
4. Make good use of the lifts.

STATUS AND SCORING

PART 1

200 Points are awarded for each alien. An extra life is awarded after 10,00 points and every 20,000 thereafter.

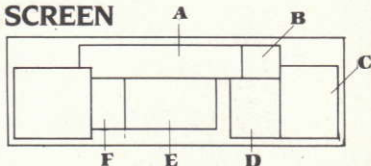
PART 2

200 Points are awarded for each alien and an extra life is awarded after 10,000 points.

STATUS SCREEN

KEY

- A— Weapons status
- B—Nuclear cells collected (part 2 only)
- C—Computer message (part 2 only)
- D—Disks collected (part 2 only)
- E—Score
- F— Number of lives



FREDDY HARDEST

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CREDITS

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